TITUS

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Instruction booklet

KIDS TO ADULTS
KA
CONTENT RATED BY
ESRB

TITUS

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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Nintendo®

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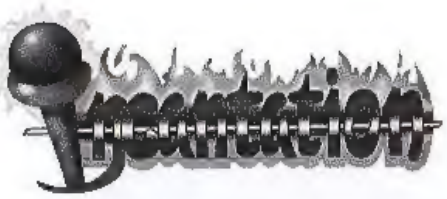
The tale

You live in a place of peace and harmony called the Magic Kingdom. The Magic Kingdom consists of seven worlds: the enchanted forest, mountains, swamps, cursed cliffs, and the palace of the evil wizard, Necroman. From the dawn of time, the peace within the seven worlds of the kingdom was controlled by a line of very good and very powerful magicians. It was one of these magicians who was chosen to inherit the power of his ancestors and thus became the guardian of the strange Book of Sorcery, which enabled him to hold absolute power in his hands.

Alas, the peace of the kingdom was not to last as in the shadows, dark forces under the control of Necroman stole the Book of Sorcery and kidnapped the guardian magician. The kingdom fell under the control of the evil Necroman and from that day forward, green devils, wicked genies, and other demons have haunted the once beautiful and peaceful kingdom.



Your task

Your task is to restore your kingdom to peace and harmony by defeating Necroman, saving the guardian magician, and retrieving the Book of Sorcery. In order to accomplish this, you must cross twelve levels and explore the seven worlds of the kingdom. It will require a great deal of courage and cunning to overcome Necroman's minions who will do everything they can to prevent you from reaching his palace.

Fighting Your Enemies

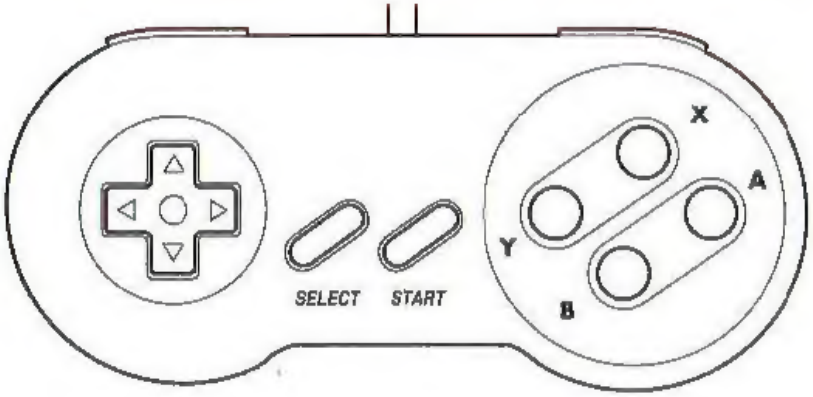
Defeat your enemies by using the spells scattered throughout your quest. There are 9 different types of spells hidden in chests; open these chests by dragging them.

Use your spells wisely; be sure to choose only the spell that is best for the situation.

At the end of each level, you will find an evil boss waiting for you. However, to meet him you will have to bribe one of Necroman's guards with 5 ears of corn. You will find these ears of corn hidden in the 7 worlds.

Game controls

CONTROLLING YOUR MOVEMENTS



START button :	start game/pause game
Y button :	draw/discard spells
A button :	hold down to break
B button :	jump
→ :	move right
← :	move left
↓ :	squat/move down
A + B buttons :	allows higher jump (press A several times then B)
A + → or ← buttons:	press to run faster
L or R buttons:	widens field of vision.

Control Panel

Lives

- Energy level
- Oxygen level (swamps only)
- Your enemy's energy level

Bonus

- Lives earned awarded at the end of each level;

100 bonus points = 1 extra life.

Spells used

- Which spells you have already used

Corn harvested

- Number of ears harvested

(you must harvest 3 ears per level)

Bonuses

Gather bonus points during your quest to earn extra lives at the end of each level.
100 bonus points = 1 extra life.

1 bonus point

2 bonus points

3 bonus points

4 bonus points

10 bonus points

Game Tips

• Teleporting : these crystal balls will help you discover hidden rooms, but be careful, some of them are traps held by Necroman!

• In the world of the swamps, there are gases that can prevent you from getting out of the water to breath. Hold down the button for a few seconds, then press the B button to propel yourself out of the water.

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